

# **Report**

## **FIDE TECHNICAL COMMISSION**

### **Meeting Tromsø NOR**

#### **“Radisson Blu” Hotel, August 6, 2014**

#### **Including annexes:**

- (a) Chess equipments and tournament hall requirements - TEC Tromsø Annex 1
- (b) The rate of play in FIDE and Continental events - TEC Tromsø Annex 2
- (c) The team composition in FIDE and Continental events - TEC Tromsø Annex 3
- (d) Calculation of Buchholz system with unplayed games  
- TEC Tromsø Annex 4

#### **Present:**

Chairman and Secretary: Andrzej Filipowicz (POL), Almog Burstein (ISR),

Councillors: Jan Mazuch (CZE), Erdem Ucarkus (TUR), Dirk Jordan (GER)

Observers: Geurt Gijssen (NED), Albert Vasse (DGT/NED), Walter Brown (USA), Nick Faulks (BER), Roberto Ricca (ITA), Igor Vereshchagin (RUS), Alex Holowczak (ENG), Ralph Alt (GER), Alexander Tkachev (RUS), Jouni Lehtivaara (FIN), Stewart Reuben (ENG), Ely Saul Sequera (VEN), Michel Fayad (AHO), Anderson Gordon (TTO), Petr Pisk (CZE), Fidel Gonzalez (VEN), Francisco Guadalupe (USA), Kevin Bonham (AUS), Arthur Schuering (NED)

#### **Agenda**

1. Opening by chairman
2. Chapter of the Technical matters in the FIDE Handbook & Website including
  - a) Chess equipments
  - b) Tournament hall requirements
  - c) Internet Broadcast
  - d) Guidelines on treatment of disabled chess players
3. The rate of play in FIDE and Continental events.
4. The team composition in FIDE and Continental events
5. Calculation of Buchholz system including problem of unplayed games
6. Miscellaneous

#### **Report**

1. **Chairman** Andrzej Filipowicz welcomed the participants of the meeting and introduced details of Agenda.
2. **FIDE Handbook & Website** (see TEC Tromsø Annex 1)  
Chapter of the Technical matters in the FIDE Handbook & Website including:

- a) Chess equipments
- b) Tournament hall requirements
- c) TV, Filming, Photography, Broadcasting
- d) Testing clocks and equipment
- e) Internet Broadcast
- f) Requirements on treatment of disabled chess players

After the long discussion the final was accepted and the text is published in TEC Tromsø Annex 1

### **3. The rate of play in FIDE and Continental events**

see in TEC Tromsø Annex 2.

**TEC proposes** to unify the rate of play in all FIDE and Continental Events. TEC made the correction of the mistake in the current regulations to have 100 minutes (instead of 90) for the first 40 moves – it means (including the increment of 30 sec per move) 2 hours for 40 moves instead of 1 hour and 50 minutes.

**TEC proposes also** to introduce the previous rate of play with the increment to the World Champion matches and the Candidate's Tournament ie. 100 minutes/40 moves + 50 minutes/20moves + 15 minutes/all remaining moves and 30 seconds per move starting from move 1 (one).

The participants of the meeting supported those corrections

### **4. The team composition of FIDE and Continental events**

TEC Tromsø Annex 3.

TEC has collected the composition of the teams in all FIDE and Continental events with the proposal to publish it in the FIDE Handobook to have the full information regarding the team events together with the rate of play, tie-break system etc..

### **5. The Calculation of Buchholz system with unplayed games**

TEC Tromsø Annex 4.

TEC has some doubts regarding the calculation of Buchholz with unplayed games. TEC prepared examples to study this case once again.

### **6. Miscellaneous**

Chairman thanked all the participants of the meeting for very fruitful discussion.

**Chairman**

of FIDE Technical Commission

**Andrzej Filipowicz**

**THE NEW SEPARATE PART  
OF THE 2014 FIDE HANDBOOK**

**Standards of Chess Equipment  
and tournament venue for FIDE Tournaments**

Prepared by the 2014 FIDE Technical Commission  
Approved by the ..... FIDE General Assembly

**This document defines the general standards for chess equipment and conditions of play to be used in FIDE competitions.**

## **1. Chess Equipment**

**1.** The chess equipment offered by the organisers (hosts) of a FIDE or Continental Championship, Olympiad and other FIDE registered tournaments shall conform with the standards mentioned below, and shall be approved by the Chief Organiser and the Chief Arbiter.

**1.1** It is recommended, that the chess pieces, boards and clocks, used in the World or Continental top level competitions be approved by participating players. Their approval shall be obtained for other equipment the table, chairs etc.

In case either side disagrees, the equipment to be used shall be decided by the Chief Organiser or the Chief Arbiter of the event, bearing in mind the standards for its size and form as mentioned below.

**1.2** It is highly recommended that the chess equipment used in a competition is the same for all participants and all games.

## **2. Chess Pieces**

### **2.1 Material**

Chess pieces should be made of wood, plastic or an imitation of these materials.

### **2.2 Height, weight, proportions**

The size of the pieces should be proportionate to their height and form; other elements such as stability, aesthetic considerations etc., may also

be taken into account. The weight of the pieces should be suitable for comfortable moving and stability.

Recommended height of the pieces is as follows: King – 9.5 cm, Queen – 8.5 cm, Bishop – 7 cm, Knight – 6 cm, Rook – 5.5 cm and Pawn – 5 cm. The diameter of the piece's base should measure 40-50% of its height. These dimensions may differ up to 10% from the above recommendation, but the order (e.g. King is higher than Queen etc.) must be kept.

### **2.3 Form, style of pieces**

Recommended for use in FIDE competitions are pieces of Staunton style. The pieces should be shaped so as to be clearly distinguishable from one another. In particular the top of the King should distinctly differ from that of the Queen. The top of the Bishop may bear a notch or be of a special colour clearly distinguishing it from that of the Pawn.

Examples of chess pieces:



Original Staunton chess pieces, left to right: pawn, rook, knight, bishop, queen, and king

#### **A modern Staunton set, in wood**



**World Chess set approved by FIDE for the 2013 Candidate  
Tournament in London**



## 2.4 Colour of the pieces

The “black” pieces should be brown or black, or of other dark shades of these colours. The “white” pieces may be white or cream, or of other light colours. The natural colour of wood (walnut, maple, etc.) may also be used for this purpose. The pieces should not be shiny and should be pleasing to the eye.



## 3. Chess boards

### 3.1. Material and colour

For the World or Continental top level competitions wooden boards should be used. For other FIDE registered tournaments boards made of wood, plastic or card are recommended. In all cases boards should be rigid. The board may also be of stone or marble with appropriate light and dark colours, provided the Chess Organiser and Chief Arbiter finds it acceptable. Natural wood with sufficient contrast, such as birch, maple or European ash against walnut, teak, beech, etc., may also be used for

boards, which must have a dull or neutral finish, never shiny. Combination of colours such as brown, green, or very light tan and white, cream, off-white ivory, buff, etc., may be used for the chess squares in addition to natural colours.

### **3.2. Size of the square and the board**

The side of the square should measure 5 to 6 cm. Referring to 2.2 the side of a square should be at least twice the diameter of a pawn's base (it means four pawns on one square). A comfortable table of suitable height may be fitted in with a chessboard. If the table and the board are separate from one another, the latter must be fastened and thus prevented from moving during play.

## **4. Chess tables**

For all official FIDE tournaments the length of the table is 110 cm (with 15% tolerance). The width is 85 cm (for each player at least 15 cm). The height of the table is 74 cm. The chairs should be comfortable for the players. Special dispensation should be given for children's events. Any noise when moving the chairs must be avoided.

## **5. Chess clocks**

For the FIDE World or Continental Championships and Olympiads electronic chess clocks must be used. For other FIDE registered tournaments organizers are recommended to use also mechanical chess clocks.

If mechanical chess clocks are used, they should have a device (a "flag") signalling precisely when the hour hand indicates full hours. The flag must be arranged so that its fall can be clearly seen, helping the arbiters and players to check time. The clock should not be reflective, as that may make it difficult to see. It should run as silently as possible in order not to disturb the players during play.

The same type of clocks should be used throughout the tournament.

### **TEC Remark:**

In the future only electronic clocks should be used in all FIDE rated tournaments (possibly starting from 1<sup>st</sup> July 2017, the next change of the Laws of chess).

### **5.1. Requirements for electronic chess clocks**

- (a) Clocks must function in full accordance with the FIDE laws of chess.
- (b) The display at all times should show the time available to complete a player's next move.
- (c) The displays must be legible from a distance of at least 3 meters.
- (d) From at least a distance of 10 meter a player must have a clearly visible indication which clock is running.
- (e) In the case of a time control being passed, a sign on the display must signal clearly which player passed the time control first.
- (f) For battery powered clocks, a low-battery indication is required.
- (g) In case of a low-battery indication the clock must continue to function flawless for at least 10 hours.
- (h) Special attention should be given to the correct announcement of passing time controls.
- (i) In case of accumulative or delay timing systems, the clock should not add any additional time if a player passed the last time control.
- (j) In case of time penalties it must be possible that time and move counter corrections are executed by an arbiter within 60 seconds.
- (k) It must be impossible to erase or change the data in display with a simple manipulation.
- (l) Clocks must have a brief user manual for the clock.
- (m) Electronic chess clocks used for FIDE events must be endorsed by the FIDE Technical Commission.

### **5.2. The electronic chess clocks endorsed by the FIDE**

- (a) DGT XL (2007)
- (b) DGT 2010 (2010)
- (c) Silver Timer (2007)
- (d) "Sistemco" (2009)

## **6. Electronic score sheets**

### **6.1. General remarks**

- (a) An electronic score sheet is a replacement for the current used paper versions within tournaments and matches. It makes it easier for reconstructing games for publication in situations where no other means of move registration is used.
- (b) An electronic score sheet is a device where a player can notate his and his opponent's moves during a game with an electronic registration of the game played.
- (c) Basic rules for this electronic score sheet (device):
  - (1) The device is dedicated for notating chess games (not a multipurpose computer).
  - (2) The device fully complies with FIDE rules.



- (3) The game notation complies with FIDE Laws of Chess, whereas the use of figurines is allowed.
- (4) The device can be linked to the owner or player through some unique identification of the device.
- (5) The device logs user actions during game mode to prevent or detect foul play.
- (6) It is foreseen that both players and tournament organizations will buy and use their own devices.
- (7) The device should have approximately the size of A5-A6 (paper size).

## **6.2. Game mode**

This is the mode where the player notates his game. The switch from any other mode to game mode can be made by the player himself when the game is finished or by the tournament organization or arbiter.

The following rules apply to the electronic score sheet in game mode:

- (a) During the game it is not possible to switch to any other mode.
- (b) The game notation is clearly visible for the arbiter, with the restriction that not all moves need to be visible.
- (c) The state of the device being in game mode is clearly visible for everyone.
- (d) It is not allowed to go out of game mode by accident or deliberately, without notifying this to the player, his opponent or arbiter. This is also clearly visible to all parties.
- (e) If the battery has low power this must be signaled. When this is signaled, the battery must hold out at least 8 hours to make it possible to notate a complete game.
- (f) A minimum of 7 moves must be visible in a move list.
- (g) Graphical input through a chess board with figurines is allowed.
- (h) Scrolling through the move list is allowed, as is correcting of incorrect entered moves.
- (i) A game finishes when a result is noted and both players signed the score sheet. The arbiter signature is optional.
- (j) The players are obliged to submit the text of their game to the Organizer with reference to article 8.3 of the Laws of Chess.
- (k) On entering moves:
  - (1) It is allowed to enter an illegal move;
  - (2) It is allowed to enter the clock time, draw offers and other abbreviation according to Laws of chess. Input of clock times should be possible using a figurine notation;
  - (3) It is allowed to enter only moves of white or black during time trouble;

- (4) It is allowed to enter a dash for a move during time trouble;
  - (5) The device is not allowed to correct or signaling illegal moves automatically;
  - (6) If a stale mate or check mate is missed or an illegal move is made by the player, the device must be able to record following moves.
  - (7) An automatic move counter should be available
- (l) The device must be able to restart the notation.

### **6.3. Arbiter mode**

The arbiter mode is an optional mode for the device. This mode is created to give the arbiter some extra features supporting his job.

If there is an arbiter mode available the following rules apply:

- (a) Only the arbiter (or a representative of the tournament organization) is allowed to enter this mode during a game.
- (b) In this mode legality checks may be done on the moves played in the game:
  - (1) Threefold repetition of a position (fivefold repetition)
  - (2) 50 moves rule (75 moves rule)
  - (3) Detection of stale mate or check mate.
- (c) The arbiter can take moves back in case an illegal move is detected.

### **6.4. Owner mode**

The owner mode is an optional mode for the device. This is a mode where the producer may add some chess features for creating an attractive product for their customers.

If there is owner mode available the following rules apply:

- (a) The identification of the owner shall be possible in owner's mode.
- (b) This mode is only allowed when not playing a game. Otherwise it is completely locked out.
- (c) No chess program is allowed i.e. this is not a chess computer.
- (d) No other then chess related activities are allowed.
- (e) For anybody it is easy to see that the device is in owner mode.

## **7. Tournament halls for the FIDE World or Continental Championships and Olympiads**

### **7.1. Inspection and preparation of the Playing Hall**

- (a) All areas to which players have access during play should be inspected carefully and repeatedly by the Chief Organiser and the Chief Arbiter.
- (b) Space for spectators must be prepared. The distance between the chess boards and the spectators should be not less than one meter, for top level tournaments 1.5 meters.
- (c) Lighting of a standard similar to that used for examinations should be about 750 lux. Lighting should not cast shadows or cause pinpoints of light to be reflected from the pieces. Beware of direct sunlight, especially if this varies during play.  
For a high-level tournaments The organizer should have the possibility (the device) to adjust the light in the hall – quality of lighting covering a larger area to the same level of flux requires a greater number of lumens.
- (d) It is highly recommended that the hall be carpeted. The noise made by moving chairs must be avoided.
- (e) The extraneous noise levels close to the tournament hall must be checked too.

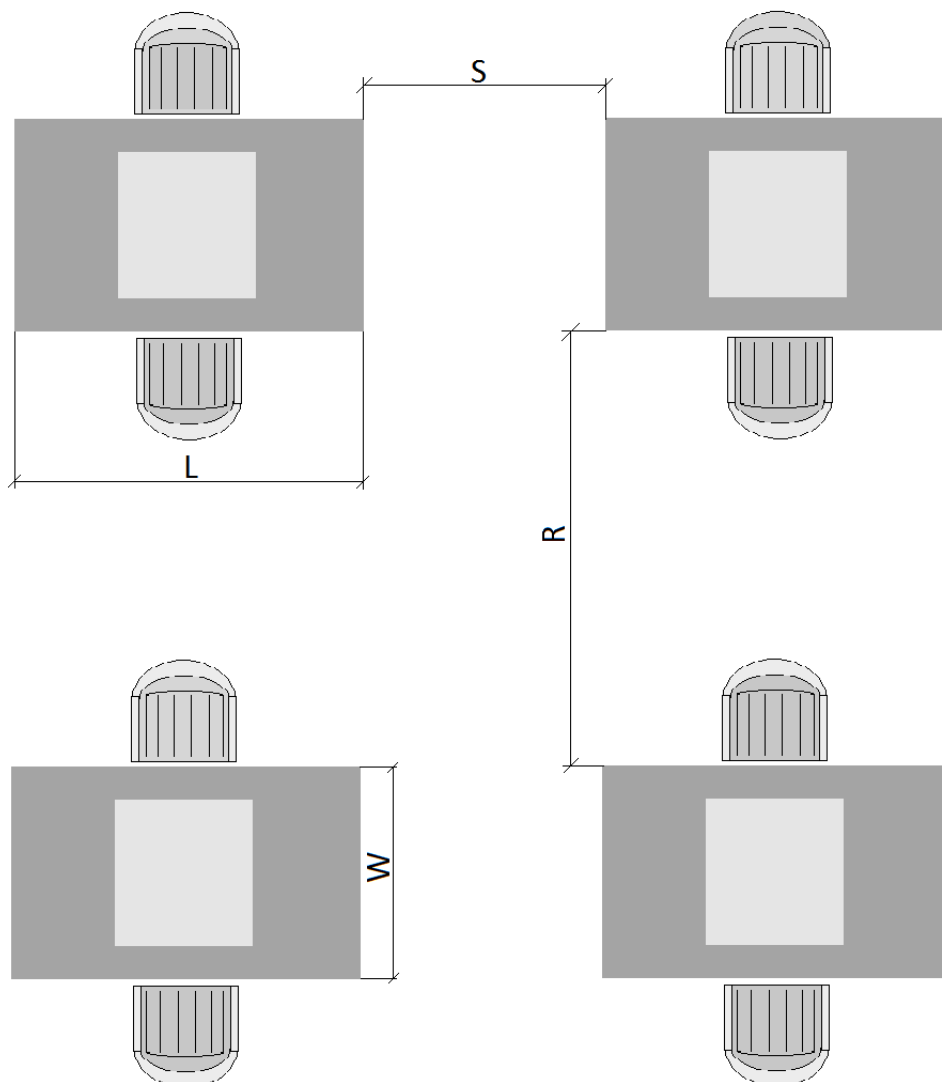
### **7.2. Space for players and arbiters**

- (a) It is recommended that the minimal space of 4 square meter be available for each player in individual matches and round robin tournaments. For other tournaments 2 square meters may be adequate. (Please refer to Diagram-A)

## Diagram A

Some definitions and recommendations regarding sizes

- L : Length of the table.  
L = 110 cm, tolerances: +20 cm, -10 cm.
- W : Width of the table.  
W = 85 cm, tolerances: +5 cm, -5 cm.
- S : Horizontal space between table rows.  
S = 3m, tolerances: +1.5 m, -0.5 m.
- R : Vertical space between table rows.  
R = 3m, tolerances: +1.5 m, -0.5 m.



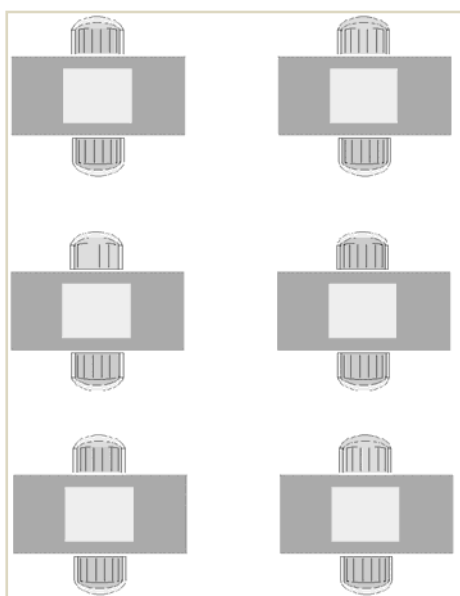
- (b) There should be a minimum of 2.5 meters between rows of players. It is best not to have long, unbroken rows. Where possible, players

should play on individual tables at least for top boards or top matches in the events. (Please refer to Diagram-B)

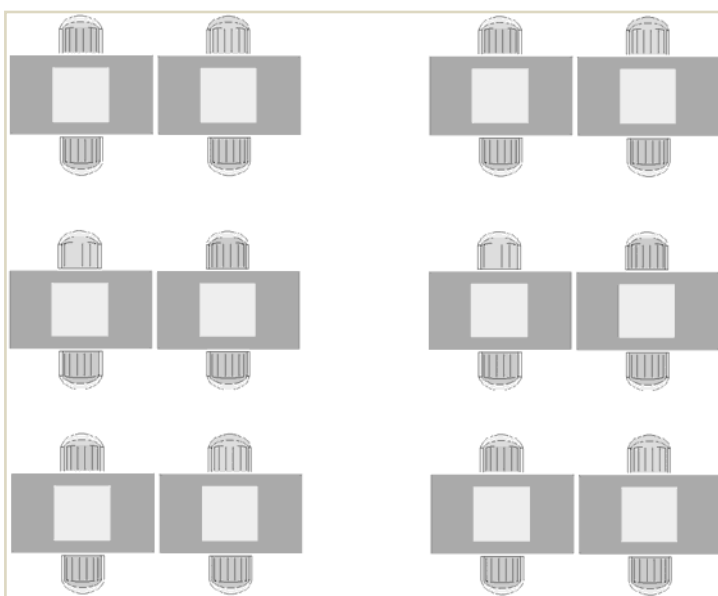
## Diagram B

### Basic tournament hall placement styles

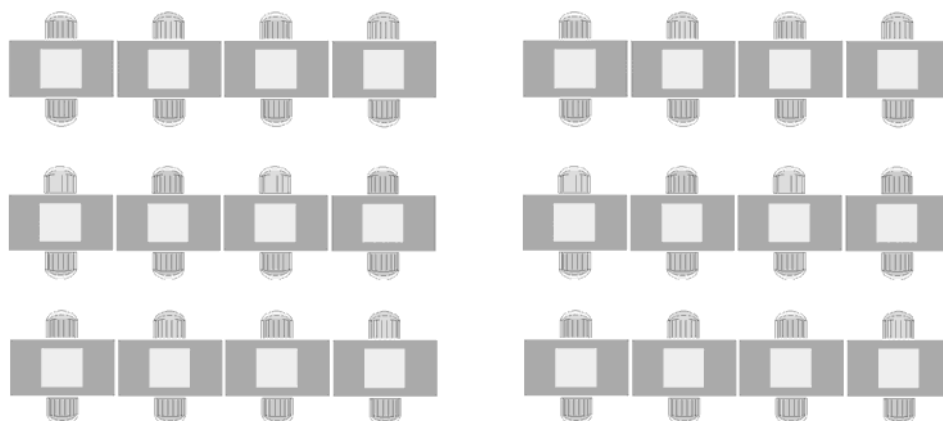
Single Row  
Preferable style for individual competitions



Dual Row  
For large events (open tournaments, youth champ. etc)  
(an arbiter may check two table in a same time)



Multi Row  
For team competitions (should be avoided for individual events  
as much as possible)



- (c) Special tables with the connection to the Internet for arbiters should be arranged too.
- (d) Games should not be placed too close to doors.
- (e) Playing conditions for all players in the event (especially for both players in a game) should be equal as much as possible. Exceptions are mentioned in (b).

## **8. Broadcasting**

All official FIDE event must be broadcast on the Internet

- (1) All games from World Championship Matches, World Cup, Olympiad, World Team Championship and GP FIDE.
- (2) At least 10 games from each age category of World Youth Championships.
- (3) As many games as possible from all other championships, but at least 30 games.
- (4) Delay of broadcasting should be decided by the Chief Organiser and Chief Arbiter.

## **9. Testing Clocks and equipment**

The FIDE Technical Commission is competent to decide whether or not any piece of equipment is suitable for use in FIDE competitions. The Commission may recommend the use of other types of chess sets in addition to those mentioned above. It may make a list of equipment with satisfactory standards, the specimen of which would be kept at the FIDE Secretariat.

If necessary FIDE will determine the general conditions for other equipment needed in chess competitions, such as score sheets, demonstration boards, etc.

## **10. Requirements on treatment of disabled chess players**

### **10.1. General remarks**

- (a) These guidelines will be used for all FIDE rated events.
- (b) No one has the right to refuse to meet a disabled player against whom he has been correctly paired.
- (c) All chess venues must either be accessible to all, or an acceptable

alternative venue with full supervision shall be available to those who cannot access the nominated venue.

- (d) A circular shall be sent out when all competitors are known. This circular contains an entry form with the usual points and questions, asking whether any potential competitor has an impairment that will require special circumstances. The competitor has to inform the organisers about the special circumstances at least 20 days before the start of the event.
- (e) No disabled player shall be "penalised" in accordance with the Articles 6.7 and 8.1e of the Laws of Chess because of disability.
- (f) It is recommended, that in all events there should be a tournament physician. The Chief Organiser and the Chief Arbiter shall know the phone number of the local hospital and physician.
- (g) It is recommended that each national chess federation appoints an officer for matters regarding disabilities.
- (h) It is strongly recommended that all organisers of chess events adopt these guidelines.

## **10.2. Special arrangements for participants**

- (a) Any impaired competitor who reasonably requests in time the placing of their equipment in a particular seat or orientation, has the right to do so, provided that this does not disadvantage his opponent or other competitors. The event organizer has to ensure that the needs of both players are catered for.
- (b) All relevant information shall be displayed before the start of the event, including maps of the venue showing the location of toilets, refreshments and emergency exits.
- (c) If a competitor cannot access the refreshments, arrangements should be made for their needs to be met.
- (d) If a competitor cannot press his own clock or move his own pieces, an assistant shall be available unless the opponent is willing to do so. If the opponent is acting as an assistant the Chief Arbiter may decide to give him extra thinking time.
- (e) If a player has made a prior request, copies of all notices should be available in large print. If a player is unable to read large print, then the notices must be read to him.
- (f) It is recommended that all team events have the rule that if a visiting team indicates that it has a player with an impairment coming with them, giving sufficient notice, that the home team does everything which is reasonable to ensure that that player can participate.

## **10.3. Organisation of the tournament hall**

- (a) Only one game per table: in case an assistant is needed the tables

- should be larger (2 m width in order to place the assistants for the disabled) and should be placed separately.
- (b) The corridors between rows of tables should be twice as large (wheel chairs)
  - (c) The arbiters should be clearly accessible to all players.
  - (d) Foresee additional contact points for electricity: some visually disabled players use a lamp for their chess board. This lamp should not disturb the opponent.
  - (e) Put the blind chess players at the same place as much as possible (they will know the way to the rest room and back in very short time!) and give them the same assistant during the whole tournament.

#### **10.4. Assistants**

- (a) The assistants should have a minimum knowledge of chess; the language is less important since most of the handicapped players only speak their mother tongue.
- (b) Assistants for blind players should know the name of the pieces in their language
- (c) Assistants for blind players should inform the player when they are leaving the chess board temporarily.
- (d) The assistant should always write the moves: this is an important help for the arbiter.

#### **10.5. Tournament organisation and Chief Arbiter**

- (a) Organise a players meeting for all players before the first round, preferably in the tournament hall.
- (b) If possible only one round per day should be played.
- (c) After making the pairings the chief arbiter should decide manually on which board everyone should play: some players (visually handicapped) should always play at the same board whereas the largest space should be foreseen for wheelchair players.
- (d) Draw proposals or claims can easily go via the assistant. All players push the clock themselves, except the players who are physically unable to do so.
- (e) In the case there is a time trouble situation with visually disabled players the arbiter should bear in mind that the (not visually disabled) opponent can reply almost immediately. The tournament regulations should therefore release the visually disabled player from the obligation to record the moves during the last five minutes, even when the game is played with an increment of at least 30 seconds. The visually handicapped player should then update his scoresheet after the time trouble.



## TEC Tromso Annex 2      date: 6.08.2014

### Rate of play in the FIDE official competitions

Dirk Jordan

Tournaments	Proposal
World Championship Match	<b>100 min + 50 min + 15 min and 30 sec per move (from 1) (40 moves + 20 moves + all remaining moves)</b>
Candidates Tournament	
World Cup	
Grand Prix	
Women's World Championship Match	
Chess Olympiad	<b>100 min + 30 min and 30 sec per move (from 1) (40 moves + all remaining moves)</b>
World Team Championship	
Women's World Team Championship	
Women's Grand Prix	
World Senior Championships	
World Senior Team Championships	
World Junior U20 Championships	
Continental Championship	
Continental Team Championship	
World Youth U14, U16, U18 Championships	<b>90 min + 15 min and 30 sec per move (from 1) (40 moves + all remaining moves) It gives an opportunity to play two rounds per day</b>
World Cadets U8, U10, U12 Championships	
World Schools Individual Championships	
World Amateur Championship	
World & other Rapid Championships	<b>25 min and 10 sec per move (from 1)</b>
World & other Blitz Championships	<b>3 min and 2 sec per move (from 1)</b>

**TEC Tromso - ANNEX 3      Date 6.08.2014**

**Team Composition**

**in the FIDE and Continental Events**

**Jan MAZUCH**

<b>Event</b>	<b>Number</b>	<b>Number</b>
	<b>of players</b>	<b>of substitutes</b>
<b>World</b>		
Chess Olympiad - open category	4	1
Chess Olympiad - women	4	1
World Team Championship	4	1
Women's World Team Championship	4	1
World Senior Team Championship - open category 50 +	4	1
World Senior Team Championship - open category 65+	4	1
World Senior Team Championship - women 50+	4	1
World Cities Team Championship	4	1
World Youth U16 Olympiad	4	1
<b>Continental</b>		
<b>Europe</b>		
European Team Championship - open category	4	1
European Team Championship - women	4	1
European Senior Team Championship	4	1
European Junior Team Championship - open category	4	1
European Junior Team Championship - girls	2	1
European Youth Team Rapid Championship	3 boys+1girl	2
European Club Team Championship -open category	6	2
European Club Team Championship - women	4	1
<b>Asia</b>		
Asian Club Champions League	4	1
Asian Nations Cup - open category	4	1
Asian Nations Cup - women	4	1
Asian Team Championship - open category	4	1
Asian Team Championship - women	2	1
<b>Americas</b>		
Panamerican Team Championship	4	2
Panamerican U-20 Team Championship	4	2
Panamerican University Team Championship	4	2
<b>Africa</b>		
African Team Championship	4	2

[http://www.fide.com/handbook?option=com\\_handbook&id=4&view=section&Itemid=](http://www.fide.com/handbook?option=com_handbook&id=4&view=section&Itemid=)

# TEC Tromso Annex 1      date: 6.08.2014

Erdem UCARCUS

## "Unplayed Games" in Buchholz System

### And a Proposal for a New Approach

#### Introduction:

Handling or calculation methods of unplayed games in Buchholz system has always been a subject of many lively discussions in chess history. After July 2012 a new system known as "virtual opponent" introduced and became sole method handling of unplayed games of Buchholz tie-break. Here, our objectives are questioning of basic assumptions of the system and suggesting a different approach.

But, lets remember definition of virtual opponent system (VOS) first:

*For tie-break purposes all unplayed games in which players are indirectly involved (results by forfeit of opponents) are considered to have been drawn.*

*For tie-break purposes a player who has no opponent will be considered as having played against a virtual opponent who has the same number of points at the beginning of the round and who draws in all the following rounds. For the round itself the result by forfeit will be considered as a normal result.*

*This gives the formula:*

$$S_{von} = SPR + (1 - SfPR) + 0.5 * (n - R)$$

*where for player P who did not play in round R:*

*n = number of completed rounds*

*Svon = score of virtual opponent after round n*

*SPR = score of P before round R*

*SfPR = forfeit score of P in round R*

Example 1: in Round 3 of a nine-round tournament Player P did not show up.

Player P's score after 2 rounds is 1.5. The score of his virtual opponent is

$$S_{von} = 1.5 + (1 - 0) + 0.5 * (3 - 3) = 2.5 \text{ after round 3}$$

$$S_{von} = 1.5 + (1 - 0) + 0.5 * (9 - 3) = 5.5 \text{ at the end of the tournament}$$

Example 2: in Round 6 of a nine-round tournament player P's opponent does not show up.

Player P's score after 5 rounds is 3.5. The score of his virtual opponent is:

$$S_{von} = 3.5 + (1 - 1) + 0.5 * (6 - 6) = 3.5 \text{ after round 6}$$

$$S_{von} = 3.5 + (1 - 1) + 0.5 * (9 - 6) = 5.0 \text{ at the end of the tournament}$$

#### (from Fide Tournament Rules)

Our criticism are based on two arguments.

#### 1. Ontological Argument

*"For tie-break purposes all unplayed games in which players are indirectly involved (results by forfeit of opponents) **are considered to have been drawn.**"*

We are refusing to consider these games are drawn, whatever is the purpose, whoever is involved.

How can we consider these games have been drawn? These games never existed and never will be.

If a player does not show up; lost his game, the opponent gets one point. That is it, finished. This is reality.

If the player continues to getting points in following rounds as a virtual subject, even for tie-break purposes; this is distortion of reality.

We believe that we should remember Occam's razor and cut unnecessary, unreal assumptions as he advised.

## 2. Ethical Argument

This argument is tightly tied up to the first one. If the existence of scored points (again, even for tie break purposes) is questionable, all results produced using these points became unfair (degrees, prizes, rights etc).

So, what can we do?

How can we solve "unplayed game(s)" problem in Buchholz system?

1. We believe that **a better** method or methods can be found.
2. We believe that **an exact** solution of the problem probably does not exist. (will be discussed later)

### 1. Looking for a better solution:

Basic idea can be formulated as follows:

$$AvB = S / (N-n)$$

AvB: Average of sum of points scored by player's opponents (Average Buchholz)

S: Sum of points scored by player's opponents (unplayed games shall not be included)

N: Total round number of the tournament

n: Player's total number of unplayed games in the tournament

Example: In a 11 round Swiss system tournament

Round	1	2	3	4	5	6	7	8	9	10	11
Points scored by Player A's opponents	0 F	2.5	3.5	5	3 F	4.5	5	5F	6	6.5	7

$$AvB = \frac{0.5 + 2.5 + 3.5 + 5 + 3 + 4.5 + 5 + 5 + 6 + 6.5 + 7}{(11-3)} = 40/8 = \underline{5} \text{ for player A}$$

**Additional Remarks:**

- a) If two player have got same "Average Buchholz" value, the player who has a bigger (N-n) number will get higher degree (i.e. more played game, less unplayed game).
- b) If a player have got more than 3 unplayed games another tie break method should be preferred (for 7 round tournaments max. 2 unplayed game, can be better choice).

**Discussion:**

Main advantage of this method comes from to use only facts. It compares opponent's raw data and their playing history. It does not add points or changes anything and merely relying on softening effects of average function's on the extreme values of the processed data.

But there is a problem still not be solved. In the case of unplayed games, player's history does not fit each other's the most of time. Remember the Player A who has "8 game history" in our example; suppose that he has been tied with another player B who has "11 game history" Is it completely fair to compare average of 8 round value with 11 round one? We can't say, yes.

It is obvious that there is a dilemma here: Other methods (draw again himself and virtual opponent) changes and distorts the reality. They try to convert 8 round real results to 11 round-like twisted values via their own assumptions. But it is important to understand this is a futile attempt. The history can not to be substitute.

So, we have to choose.

We believe that purist methods has a principal advantage over approximative ones, even they are imperfect.

As a last word, we are hoping that it would be a small contribution the problems we have been faced.

**Remark**

**In science, Occam's Razor is used as a heuristic** (discovery tool) to guide scientists in the development of theoretical models rather than as an arbiter between published models.